

West Arm Kendrick Bay

102-10-10

Elton

5-29-74

102-10-10100

Some color fry seen in lower sections of stream

50% spawning
In this fork to a falls 200 yards upstream from forks.

8' wide
4" deep

Road to uranium mine

Bedrock and boulders,
no spawning

Cobble and boulders with pools on this fork.

15' wide
5" deep

75% spawning in this 50 yards (cobble and bedrock)

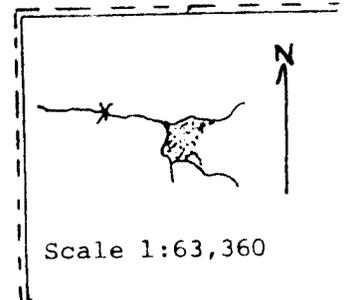
20' wide
4" deep

100% spawning in this 25 yard area

Picture book area for spawning

10' wide x 6" deep

75% spawning in this 30 yards of IT (cobble)



Scale 1:63,360

Name _____ Catalog No. 101-102-10-10100
 Latitude N 54° 54' 17" 18" WR No. 102-10-10
 Longitude W 132° 05' 56" 20" K No. _____
 Geodetic Map No. Dixon Entrance D-1 Work Area Ketchikan
 Location W. Arm Kendrick Bay Watershed Length _____
 Drainage Area of Watershed _____
 Water Supply Type Spring and runoff

Trails & Survey Routes Walk in stream

Aerial Survey Notes Not feasible

Anchorage Good anchorage in Kendrick Islands

Tide Stage When Surveyed Low

FISHERY RESOURCES

Commercial Fisheries No data

Escapement Available spawning area - 588 M²

Species Composition No data

Timing No data

Schooling areas No data

Shellfish Potential ??

Sport Fisheries No data

Land Use at Present Near stream mouth is large landing area to supply mining activities in Kendrick Bay - a road passes close to main stream.

History of Land Use Mining for past 20 years

Rehabilitation Potential None

Soils Stable to point walked

GAME RESOURCES

Bear -----	Fish carcasses or bones (old or fresh) on banks, estimate	0
	Number of droppings	0
Geese -----	Number seen on tide flats	0
	Number seen up creek	0
	Number of broods seen	0
Mallards ---	Number seen on tide flats	0
	Number seen up creek	0
	Number of broods seen	0
Mergansers -	Number of broods seen	0
Pald Eagles-	Number seen along creek	0
	Number of nests seen and location	0
Seals -----	Number seen at mouth of stream	0
Tide flats -	Estimate length along beach	-
	Estimate depth out from beach	-
	Eel grass present on what percent of flats	0